

PowerTM Strike



SEGA®

Loading Instructions:

Starting Up

1. Make sure the power switch is OFF
2. Insert the game cartridge in the Power Base (shown below) as described in your Sega Saturn 32X1 kit manual
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again
4. At the title screen, press Button 1 to start the game.

Important!

Always make sure that the Power Base is turned OFF when inserting or removing your Sega Cartridge



Danger In The Garden

Scientists have accidentally unleashed a mutated genetic organism into the environment. Monster plants with superintelligence. intent on taking over the Earth. It's a botanist's nightmare giving rise meaning to the term "greenhouse effect".

To accomplish their goal of world domination, the plants take over the brains of unsuspecting humans, invading their bodies with creeping tendrils and then controlling their actions. In this way, the evil vegetation forces the human slaves to produce the weapons that will destroy their own people.

The Object

Your mission is to wipe out the invading alien hounds by piloting Power Series, the world's fastest and most powerful jet fighter. With nerves of steel, you'll fly through waves of flying machines piloted by alien human slaves, and a network of ground defenses that spit torrents of deadly fire at your ship, until at last you come face-to-face with the Command Center. Focused leader of the invading mutant planets.

You do battle in this manner for six rounds, until at last you face the enemy's headquarters and main stronghold. Can you destroy the Mother Ship before the invading green menace takes root and chokes the Earth in its evil grip?



Taking Control

To start, push either control button at the top screen. You will then be given a choice of either starting a new game or continuing a previous game that has gone just round ten. Use the directional button to make your choice, and then press either control button to start the game.

① DIRECTION BUTTON

(8-Button)

② BUTTON 1

③ BUTTON 2

To move Power Series, use the Directional Button to maneuver in eight different directions.

Control Button 1 shoots regular ammunition.

Control Button 2 shoots special weapons dropped throughout the game.

Extra Ships and End of Game

Each game starts with three Power Series jets. After scoring 10,000 points, a free bonus ship is awarded. Another ship can be acquired after scoring 100,000 points, and each 100,000 points after that.

When all jets have been destroyed, the game is over.



The Screen

- ❑ Score
- ❑ Weapon Type
- ❑ Time or Seconds Remaining
- ❑ Remaining Lives

The main screen shows Power Strike as it storms across enemy territory. The score can be found in the upper left hand corner. In the lower right hand corner, important bits of information can be found: the number of Power Strike jets left, the number identifying the special weapon in use, and the time or shot limit of the special weapon.

Power Strike Weapons

Your Power Strike jet gives you two choices when it comes to weapons: pulse cluster beams, which are your main armament, and special weapons, which are piled up during fight and come in a wide variety of configurations.



Pulse Cluster Beams

Pulse cluster beams are fired by pressing Button 1. These can fire rapidly and can destroy many air and ground forces.

When fighting the enemy, you will notice certain ships clanking together with the letter (C) on them. When destroyed, these Power Clips fly out. Touch them with your jet, and your pulse cluster beam will increase in potency. Speed will increase and attack power will grow. Even with the most powerful pulse cluster beam however, in order to win the game, you need weapons with even more destructive capabilities.



Special Weapons

There are eight special weapons that can be launched by pressing Button 2. Special weapons are picked up during flight by hovering a foot above or ground shots are fired touching with your ship the number that flew out. For example, if you land a ship that is carrying a number eight, and you then touch the number that flew out, you now have special weapon number eight at your disposal. If you obtain more and more number eight's, the strength level of the weapon will continue to increase.

You can only use one special weapon at a time, and each has certain advantages and disadvantages, so choose carefully. Also note that some special weapons are incapable of destroying ground targets.



Special Weapons

1) Number 1: Directional Shot

Special Weapon Number 1 is aimed straight from the rear, and shoots in the direction the Power Drive is moving, including sideways and backwards. As the power level goes up, shooting speed increases and the shot increases in both horizontal and time.

2) Number 2: Wave Gun

By pressing and holding Button 2, the Power of the special weapon will increase. When the button is released a burst of firepower will destroy everything in its path. As power levels go up, the time required between bursts will become shorter.

(1)



(2)



③ Number 3: Laser Cannon

This weapon consists of a laser beam and destroys everything it touches. The catch, however, is that there is a time limit (30 s during level 1, 45 seconds, for example, in Level 5, the time limit would be 90 seconds.) As power levels go up, the shots can be fired at once, and the beam becomes longer.



④ Number 4: Spitting Fire

The deadly ball of plasma revolves around your jet, smashing enemies it touches. The shooting time of this weapon is limited to 60 seconds. As the level goes up, the ball becomes larger, and the revolving area enlarges. At the top level, the ball will become two balls.



(C) Number 8: Hunting Plane

This hovering type of fire automatically shoots the enemy and destroy them. Shooting is limited to 40 shots. When the level goes up, shooting speed and destroying power increase.

(C)



(C) Number 8: Shooting Web

This weapon can cover a large area, and do much damage to the enemy including ground targets. It shoots webs according to Power (game's) movements. Shot time is limited to 40 seconds.

(C)



Ⓐ Number 7 Plasma Ball

This plasma ball's beam is fast of your ship, making best of any approaching enemy. Shooting time is limited to 30 seconds. When the power level goes up, this weapon is able to destroy ground targets as well.



Ⓑ Number 8 Warp Laser

This powerful weapon whips in a forward and clockwise direction, smashing the enemy as it goes. The number of shots is limited to 30.



The Levels

Power Drive consists of six levels each one more challenging than the last.

① Round 1: Power Drive Takeoff

Go faster with the ability to achieve short stops in a desert desert setting.

② Round 2: Deep Forest

After passing over the desert, there is a deep forest to pass through. The motor ship at the end of this level has very sticky and can shoot trailing shots.



②



② Round 3
Great River

As you fight your way upstream, the main enemy forces appear.

③



③ Round 4
Mo-Plant

As you finally cross the river, you discover mysterious Mo-Plants growing and creeping all over the place. Some human slaves join the battle and attack.

② **Round 2:
Invited**

The enemy sends out its last line of defense, including the disabled *Blue Tortle* fighting jet. The mother ship at the end of this level shoots multiple energy blasts and can fly in figure-eight patterns.

③ **Round 3:
End**

You at last break through to the last mother ship, nerve center of the evil empire.

②



③



Know the Enemy

2

A Spearhead Party

- ① **4-Strip Barber**
50 points
- ② **Tanner**
170 points
- ③ **Wren**
200 points or 600 points
- ④ **5-Angle**
200 points
- ⑤ **Paul**
200 points or 300 points
- ⑥ **5-Box**
300 points
- ⑦ **Rugby**
300 points



3) **Reaper**
100 points

4) **Turtle**
100 points

5) **Tricer**
100 points

6) **Water**
100 points

7) **Cartel**
100 points

8) **Winged**
100 points

9) **Ground Base**



Big Master Greeny

- ① Dynamite-Trailer
2,000 points

- ② Re-Trailer
4,000 points

- ③ Trailer-Plug
4,000 points

- ④ Master-Trailer
8,000 points



— **W** — **H**

Power Steering switch does not affect front (steering) and from the side (the steering) when adjusting your ship for up front on the screen.

If you get a special weapon that is not working well for you, change it as soon as you can. It's more beneficial to

If you get a special weapon that works well for you, pick up as many of that weapon as you can. It will give you more time or ease on the water and will make your special weapon more powerful.

When you rotate a power clip, switches will momentarily disappear. By keeping the clip still, you can manage a second button.

Prepare your battle strategies by learning the patterns of the enemy's attacks. Also learn the advantages and disadvantages of your special weapons or other tools to overcome them.

HANDLING THE SECIA CARD AND THE MICRO-CASSETTE

The SIGMA CARD and the MINICARD are provided exclusively for the SIGMA SYSTEMS PORTFOLIO.

Figure 1

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The first phase
 of the project
 was to identify
 the key issues
 and to develop
 a strategy to
 address them.

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